ALESIS®

V49 Editor

User Guide

English

Manual Version 1.0

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Introduction

The V49 Editor software gives you a visual and intuitive way to edit the various MIDI messages that your V49 keyboard's controls send to your computer.

System Requirements and Product Support

For complete system requirements, compatibility information, and product registration, visit the Alesis website: **alesis.com**.

For additional support, visit **alesis.com/support**.

Installation

Windows®

1. Double-click the **.exe** installer file you downloaded.
2. Follow the on-screen instructions.

   After the installation has completed, you can open the V49 Editor by double-clicking the shortcut icon on your **Desktop**.

Mac® OS X®

1. Double-click the **.pkg** installer file you downloaded.
2. Follow the on-screen instructions.

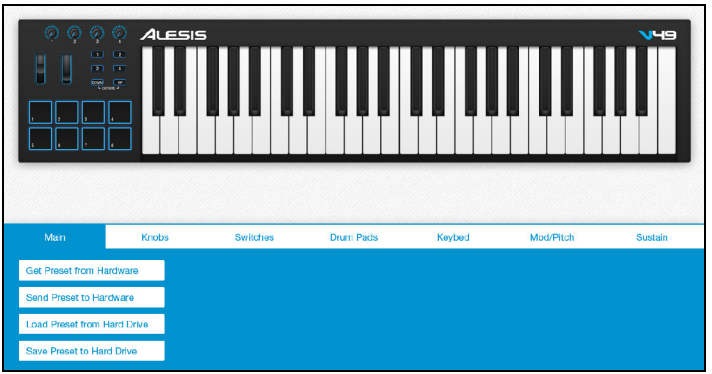
   After the installation has completed, you can open the V49 Editor by double-clicking it in your **Applications** folder.

Operation

Getting Started

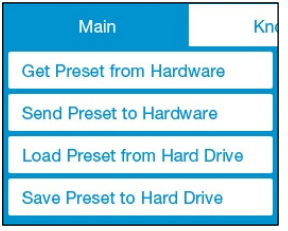
To open the V49 Editor:

1. **Optional:** Connect your V49 keyboard to your computer using a standard USB cable. (If you are connecting your keyboard to a USB hub, make sure it is a powered hub.) You can still use the editor without connecting a V49, but you will not be able to send Presets to it or load (get) Presets from it.
2. Click the **Options** menu and select **Device Setup**. In the window that appears, select the following options, depending on your operating system, and then click **OK**:
   - **Windows:** Set the **Input** to **MIDIIN2 (V49)** and the **Output** to **MIDIOUT2 (V49)**.
   - **Mac OS X:** Set the **Input** to **V49 EDITOR Out** and the **Output** to **V49 EDITOR In**.
3. Open the V49 Editor. The window will show a graphical representation of your V49 with all of its editable controls at the bottom of the window in tabs.



Managing Your Presets

About Presets



A Preset is a preset file (**.v49**) containing all of the MIDI assignments you make in the Editor. Using Presets lets you maintain several different control configurations to use in different situations. For instance, you may use different Presets with different kinds of software, or you may some Presets for production and others for performance.

Your V49 keyboard can store one Preset at a time. You can store additional Presets on your computer to load onto your V49 keyboard with this editor.

This chapter explains how to load Presets into the editor (Loading Presets), save Presets onto your computer (Saving Presets), and send Presets to your connected V49 keyboard (Sending Presets).

Loading Presets

To edit a Preset, you first have to load it into the V49 Editor.

To load a Preset from your connected V49, click **Get Preset from Hardware**. Editing this Preset will not affect the Preset stored on your V49. See ***Sending Presets*** below to learn how to send the edited Preset to your V49.

To load a Preset from your computer, do one of the following:

- Go to **File > Open**.
- Press **Ctrl+O** (Windows) or **⌘+O** (Mac OS X).
- Click **Load Preset from Hard Drive** in the **Main** panel.

After that, locate the desired Preset file (**.v49**), and click **Open**.

Saving Presets

Saving a Preset on your computer lets you edit it or send it to your V49 in the future. All MIDI assignments that you see in the editor will be saved in the Preset.

To save the Preset, do one of the following:

- Go to **File > Save**.
- Press **Ctrl+S** (Windows) or **⌘+S** (Mac OS X).

If this is the first time you are saving the Preset, select the desired location, enter a file name, and click **Save**. The Preset will be saved as a **.v49** file.

If this is not the first time you are saving the Preset, the Preset will save with the same name and to the same location.

To save a Preset under a different name or to a different location, do one of the following:

- Go to **File > Save As**.
- Click **Save Preset to Hard Drive** in the **Main** panel.

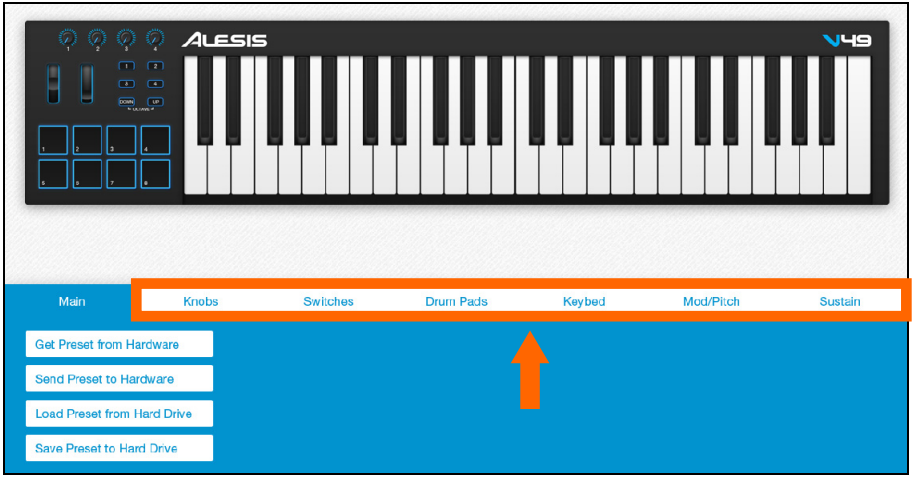
After that, select the desired location, enter a file name, and click **Save**. The Preset will be saved as a **.v49** file.

Sending Presets

Sending a Preset to your connected V49 lets you transfer the Preset from the editor to your V49 keyboard's internal memory. All MIDI assignments that you see in the editor will be sent to your V49.

To send a Preset to your connected V49, click **Send Preset to Hardware**. The current settings in the editor will overwrite the Preset currently stored on your V49.

Editing the Controls



To edit the parameters for a type of control on your V49, do one of the following:

- Click the tab with the name of the desired control.
- Click the desired control in the graphic of the V49 in the software window.

Click one of the types of controls on the right to jump to that section of this User Guide.

Knobs

Switches

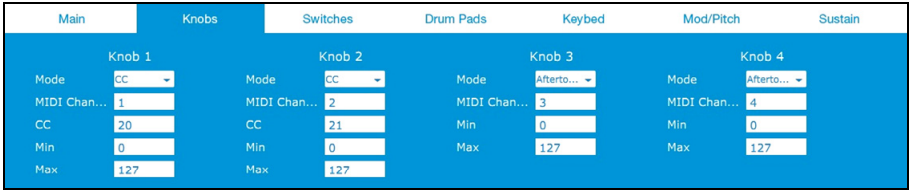
Drum Pads

Keybed

Modulation/Pitch Wheel

Sustain

Knobs



Click the **Knobs** tab to set the MIDI assignments for V49's **Assignable Knobs**.

Mode: Click this menu and select one of the following modes. The parameters below will depend on your selection.

- **CC:** The knob will send CC messages.
- **Aftertouch:** The knob will send aftertouch messages.

MIDI Channel: The knob will send its MIDI messages over this channel. Click it and enter a number (**1**–**16**).

CC (when **Mode** is set to **CC**)**:** The knob will send its MIDI messages using this CC number. Click it and enter a number (**0**–**127**).

Min: The knob's minimum position will correspond with this value. Click it and enter a number (**0**–**127**). You can reverse the knob's polarity by making this value larger than the **Max** value.

Max: The knob's maximum position will correspond with this value. Click it and enter a number (**0**–**127**). You can reverse the knob's polarity by making this value smaller than the **Min** value.

Switches

Click the **Switches** tab to set the MIDI assignments for V49's **Assignable Buttons**.

Mode: Click this menu and select one of the following options. The parameters below will depend on your selection.

- **CC Toggle:** The button will send a CC message with one value when you press it to turn it on and another value when you press it to turn it off. The values will alternate with each press.
- **CC Momentary:** The button will send a CC message with one value when you press and hold it and another value when you release it.
- **Program Change:** The button will send Program Change messages.

MIDI Channel: The button will send its MIDI messages over this channel. Click it and enter a number (**1**–**16**).

CC (when **Mode** is set to **CC Toggle** or **CC Momentary**)**:** The button will send its MIDI messages using this CC number. Click it and enter a number (**0**–**127**).

Toggle On (when **Mode** is set to **CC Toggle**)**:** The button will send this value when you press it to turn it on. Click it and enter a number (**0**–**127**).

Toggle Off (when **Mode** is set to **CC Toggle**)**:** The button will send this value when you press it to turn it off. Click it and enter a number (**0**–**127**).

Pressed (when **Mode** is set to **CC Momentary**)**:** The button will send this value when you press and hold it. Click it and enter a number (**0**–**127**).

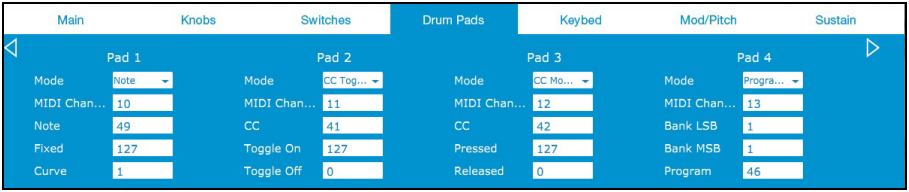
Released (when **Mode** is set to **CC Momentary**)**:** The button will send this value when you release it. Click it and enter a number (**0**–**127**).

Bank LSB (when **Mode** is set to **Program Change**)**:** The button will send this Bank LSB (Least Significant Byte) number when you press it. Click it and enter a number (**0**–**127**).

Bank MSB (when **Mode** is set to **Program Change**)**:** The button will send this Bank MSB (Most Significant Byte) number when you press it. Click it and enter a number (**0**–**127**).

Program (when **Mode** is set to **Program Change**)**:** The button will send this Program Change number when you press it. Click it and enter a number (**0**–**127**).

Drum Pads



Click the **Drum Pads** tab to set the MIDI assignments for V49's **Pads**. Click the left or right arrows on the sides of the window to switch between Pads 1–4 and Pads 5–8.

Mode: Click this menu and select one of the following options. The parameters below will depend on your selection.

- **Note:** The pad will send a MIDI Note On message when you press it and hold it and a MIDI Note Off message when you release it.
- **CC Toggle:** The pad will send a CC message with one value when you press it to turn it on and another value when you press it to turn it off. The values will alternate with each press.
- **CC Momentary:** The pad will send a CC message with one value when you press and hold it and another value when you release it.
- **Program Change:** The pad will send Program Change messages.

MIDI Channel: The pad will send its MIDI messages over this channel. Click it and enter a number (**1**–**16**).

Note (when **Mode** is set to **Note**)**:** The pad will send this MIDI note number when you press it.

Fixed (when **Mode** is set to **Note**)**:** When this is set to a number from **1** to **127**, the pad will send its MIDI Note On message with this velocity regardless of how hard you press it. When this is set to **0**, the pad will send its MIDI Note On message with a velocity based on how hard you hit it and the **Curve** setting. Click it and enter a number (**0**–**127**).

Curve (when **Mode** is set to **Note**)**:** The pad will use this velocity curve number to determine what velocity to use depending on how hard you press it. Click it and enter a number (**1**–**8**). See ***Appendix > Velocity Curves*** for an illustration of the curves.

CC (when **Mode** is set to **CC Toggle** or **CC Momentary**)**:** The pad will send its MIDI messages using this CC number. Click it and enter a number (**0**–**127**).

Toggle On (when **Mode** is set to **CC Toggle**)**:** The pad will send this value when you press it to turn it on. Click it and enter a number (**0**–**127**).

Toggle Off (when **Mode** is set to **CC Toggle**)**:** The pad will send this value when you press it to turn it off. Click it and enter a number (**0**–**127**).

Pressed (when **Mode** is set to **CC Momentary**)**:** The pad will send this value when you press and hold it. Click it and enter a number (**0**–**127**).

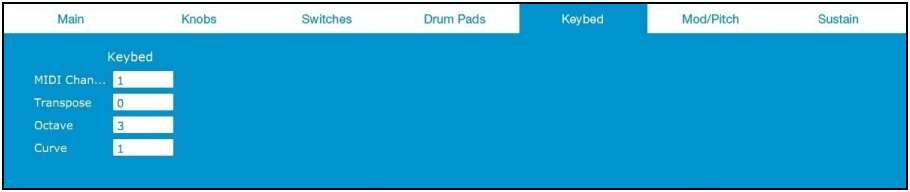
Released (when **Mode** is set to **CC Momentary**)**:** The pad will send this value when you release it. Click it and enter a number (**0**–**127**).

Bank LSB (when **Mode** is set to **Program Change**)**:** The pad will send this Bank LSB (Least Significant Byte) number when you press it. Click it and enter a number (**0**–**127**).

Bank MSB (when **Mode** is set to **Program Change**)**:** The pad will send this Bank MSB (Most Significant Byte) number when you press it. Click it and enter a number (**0**–**127**).

Program (when **Mode** is set to **Program Change**)**:** The pad will send this Program Change number when you press it. Click it and enter a number (**0**–**127**).

Keybed



Click the **Keybed** tab to set the MIDI assignments for V49's keys.

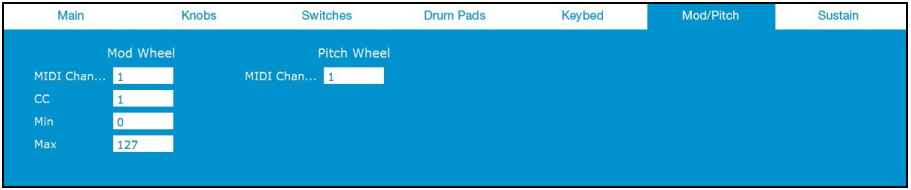
MIDI Channel: The keys will send their MIDI messages over this channel. Click it and enter a number (**1**–**16**).

Transpose: The keybed will be transposed up or down by this many semitones. **0** indicates no transposition. **12** semitones is a full octave. Click it and enter a number (**-12** to **12**).

Octave: This value indicates the current octave of the keybed. **3** is the default (center) octave. Click it and enter a number (**0** to **7**).

Curve: The keys will use this velocity curve number to determine what velocity to use depending on how hard you press them. Click the field and enter a number (**1**–**8**). See ***Appendix > Velocity Curves*** for an illustration of the curves.

Modulation/Pitch Wheel



Click the **Mod/Pitch** tab to set the MIDI assignments for V49's **Modulation Wheel** and **Pitch-Bend Wheel**.

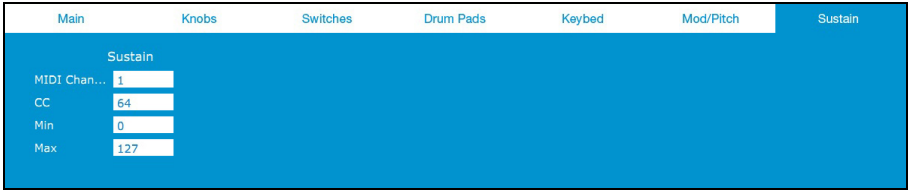
MIDI Channel: The wheel will send its MIDI messages over this channel. Click it and enter a number (**1**–**16**).

CC (for the **Modulation Wheel** only)**:** The wheel will send its MIDI messages using this CC number. Click it and enter a number (**0**–**127**).

Min (for the **Modulation Wheel** only)**:** The wheel's minimum position will correspond with this value. Click it and enter a number (**0**–**127**).

Max (for the **Modulation Wheel** only)**:** The wheel's maximum position will correspond with this value. Click it and enter a number (**0**–**127**).

Sustain



Click the **Sustain** tab to set the MIDI assignments for a sustain pedal (sold separately) connected to V49's **Sustain Input**.

MIDI Channel: The sustain pedal will send its MIDI messages over this channel. Click it and enter a number (**1–16**).

CC: The sustain pedal will send its MIDI messages using this CC number. Click it and enter a number (**0–127**).

Pressed: The sustain pedal will send this value when you press and hold it. Click it and enter a number (**0–127**).

Released: The sustain pedal will send this value when you release it. Click it and enter a number (**0–127**).

Software Menus

File Menu

New Window: Select this to open an additional V49 Editor window. Alternatively, press **Ctrl+N** (Windows) or **⌘+N** (Mac OS X).

Open: Select this to locate and load a Preset file (**.v49**) on your computer to the V49 Editor. Alternatively, press **Ctrl+O** (Windows) or **⌘+O** (Mac OS X). This is the same as clicking **Load Preset from Hard Drive** in the **Main** panel.

Close Window: Select this to close the V49 Editor window. Alternatively, press **Ctrl+W** (Windows) or **⌘+W** (Mac OS X).

Save: Select this to save the V49 Editor's current settings to your computer as a Preset file (**.v49**). Alternatively, press **Ctrl+S** (Windows) or **⌘+S** (Mac OS X). This is the same as clicking **Save Preset to Hard Drive** in the **Main** panel.

Save As: Select this to save the V49 Editor's current settings to your computer as a Preset file (**.v49**) with a different file name.

Hardware:

- **Get Preset:** Select this to import the current settings from your connected V49 keyboard into the V49 Editor. This is the same as clicking **Get Preset from Hardware** in the **Main** panel.
- **Send Preset:** Select this to export the current settings from the V49 Editor to your connected V49 keyboard. This is the same as clicking **Send Preset to Hardware** in the **Main** panel.

Quit: Select this to close the V49 Editor. Alternatively, press **Ctrl+Q** (Windows) or **⌘+Q** (Mac OS X).

Mac OS X users: This option is in the V49 Editor menu.

Options Menu

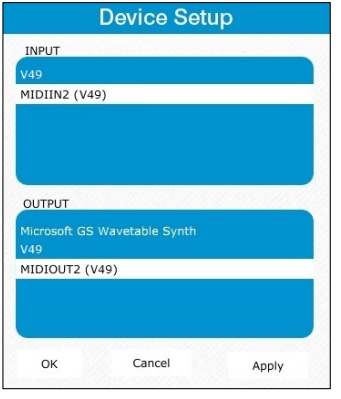
Device Setup: Select this option to open the **Device Setup** window.

If your V49 keyboard is connected to your computer, **V49** and its MIDI ports will appear in both the **Input** and **Output** fields. We recommend selecting its MIDI port in each field, depending on your operating system (below). This will let you use the V49 Editor while simultaneously using V49 with your digital audio workstation (DAW).

- **Windows:** Set the **Input** to **MIDIIN2 (V49)** and the **Output** to **MIDIOUT2 (V49)**.
- **Mac OS X:** Set the **Input** to **V49 EDITOR Out** and the **Output** to **V49 EDITOR In**.

If your V49 keyboard is *not* connected to your computer, it will not be available in the **Input** and **Output** fields. This means that you cannot send Presets to it or load (get) Presets from it, but you can still use the V49 Editor to edit and save Presets on your computer.

Click **OK** to apply your selection and close the window. Alternatively, click **Cancel** to close the window without applying the selection, or click **Apply** to apply the selection without closing the window.



V49 Editor Device Setup in Windows.

Window Menu

Minimize: Select this to minimize the V49 Editor. Alternatively, press **Ctrl+M** (Windows) or **⌘+M** (Mac OS X).

Bring to Front: Select this to place the V49 Editor above all other open application windows.

Help Menu

Open User Guide: Select this to open this *User Guide*.

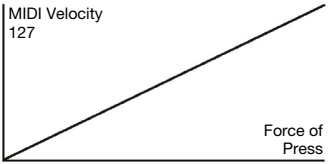
About: Select this to view information about this version of the V49 Editor.

Mac OS X users: This option is in the **V49 Editor** menu.

Appendix

Velocity Curves

1



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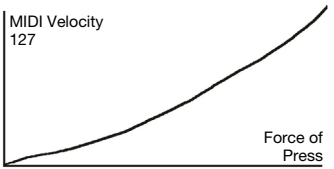

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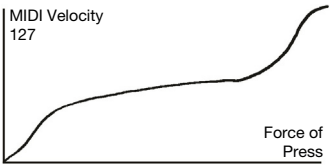

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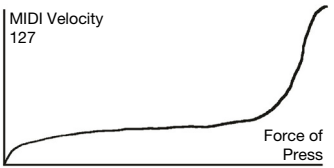

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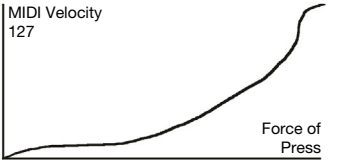

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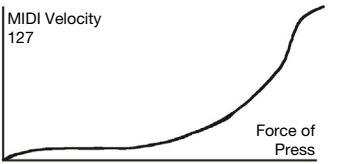

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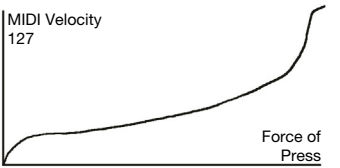

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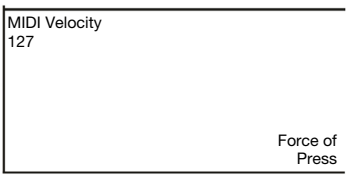

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